PlayStation
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ESRB
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94666
(C-12)
Final Resistance™
SONY
COMPUTER
ENTERTAINMENT

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

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The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

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- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
- Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from the outer edge. Never use solvents or abrasive cleaners.

C-12: Final Resistance™ - Tips and Hints

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SETTING UP YOUR PLAYSTATION

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the **C-12: Final Resistance™** disc and close the disc cover. Insert one game controller and turn ON the PlayStation game console. Follow the on-screen instructions to start a game.

MEMORY CARDS

- To save game settings and progress, insert a MEMORY CARD into MEMORY CARD slot 1 of your PlayStation® game console BEFORE starting play. You can load your saved games from the same card, or from any MEMORY CARD containing previously saved **C-12: Final Resistance™** games. Saving MEMORY CARD data requires one free block. To learn more about how to save and load games, see "Saving and Loading Game Data" on page 14.

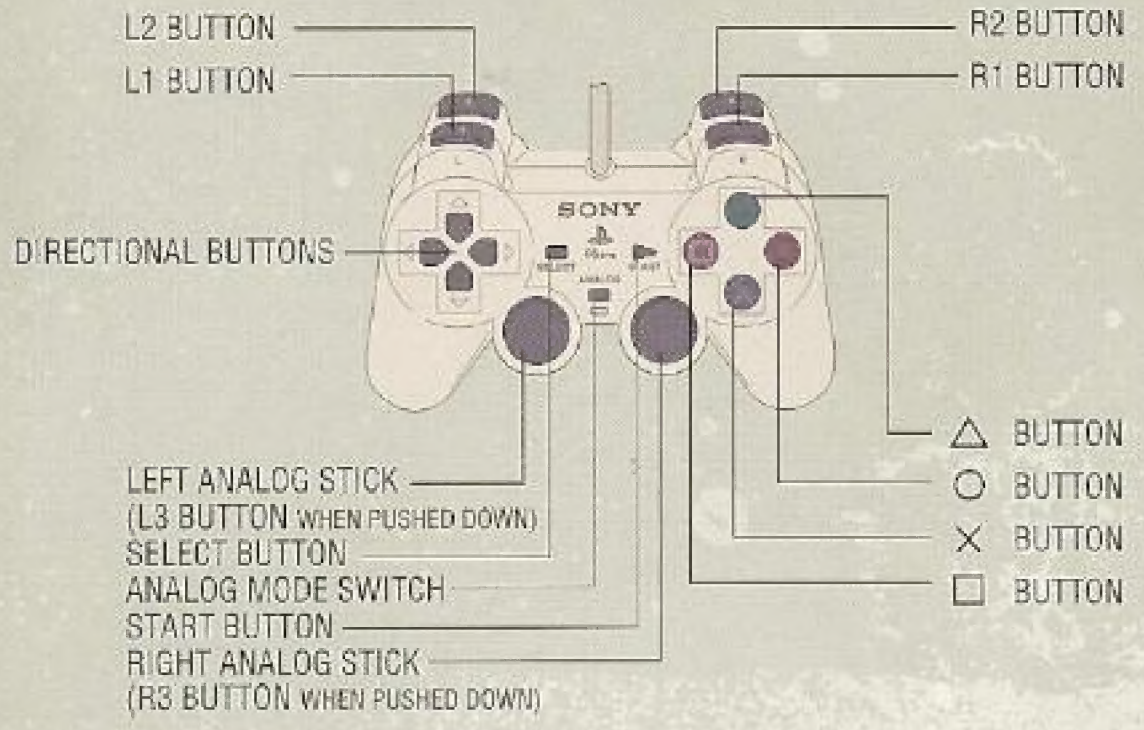
INTRODUCTION

In the following log entry, Resistance leader Colonel Grisham recounts the decision to implant Lieutenant Vaughan with the Alien Imaging Unit:

AGAINST ALL ODDS, CARTER HAS FINALLY COMPLETED THE CYBERNETIC ALTERATIONS TO LIEUTENANT VAUGHAN. UNDER OUR OWN LIMITED TEST CONDITIONS, THE ADAPTED IMPLANT APPEARS TO BE FULLY FUNCTIONAL. I PERSONALLY HAVE STRONG RESERVATIONS - HOW USEFUL THIS DEVICE WILL PROVE IN REAL COMBAT CONDITIONS REMAINS UNKNOWN. THE OPERATIONS HAVE ALSO LEFT VAUGHAN WITH A HEAVILY DISTURBING APPEARANCE. I PERIODICALLY HAVE TO BREAK MY EYE CONTACT, AS I FIND MYSELF GAZING AT THE GLOW OF THE IMPLANT OR ALMOST AS BAD, THE SCAR TISSUE SURROUNDING IT. TO HIS IMMENSE CREDIT, VAUGHAN APPEARS TO HAVE ACCEPTED THIS WITHOUT RESERVATION.

THE SITUATION IS BLOODY AWKWARD, BUT THERE IS NO POINT LANGUISHING OVER IT NOW. SINCE THE ALIEN INVASION, OUR NUMBERS HAVE BEEN DWINDLING RAPIDLY. THE ALIENS HAVE FAR SUPERIOR WEAPONRY TO US AND EXPLOIT TECHNOLOGY IN WAYS WE NEVER PREDICTED. THE ALIENS HAVE EVEN CAPTURED OUR SOLDIERS, BRAINWASHED AND MODIFIED THEM, AND THEN USED THEM AS WEAPONS AGAINST US! AND OUR NUCLEAR WEAPONS ARE USELESS. IF WE DARE USE THEM, WE'LL ANNIHILATE OURSELVES IN THE PROCESS. HEAD SCIENCE OFFICER CARTER HAS CONVINCED ME THE ONLY WAY TO FIGHT SQUARELY AGAINST OUR ALIEN ENEMIES IS BY USING THEIR OWN TECHNOLOGY AGAINST THEM. WE HAVE BEEN REDUCED TO MAKING OUR FINEST SOLDIER A WALKING MUTANT...

CONTROLLER DIAGRAM



CONTROLS

CONTROLLING VAUGHAN

Move Vaughan ..... Directional buttons or Left analog stick
Primary attack of chosen weapon ..... ⊗ button
Secondary attack of chosen weapon
(Must be unlocked) ..... ● button

Crouch	○ button
Use Shield	△ button
Strafe	R1 + Directional buttons
Cycle through weapons	L1 button
Target lock	R1 button

ADDITIONAL CONTROLS

Push/pull crate or object	✕ button + Directional buttons or Left analog stick
1st person scan view	R2
Rotate camera	Right analog stick
Pause	START
Inventory	SELECT

USING MENU SCREENS

Use Directional buttons to highlight an option, then press the ✕ button to confirm. To return to the previous menu screen without accepting any changes, press the △ button.

THE MAIN MENU

When on the title screen, press the START button to display the Main Menu. Use the Directional buttons or Left analog stick to highlight an option and press the ✕ button to confirm the selection or action.

START A NEW GAME

Highlight NEW GAME and press the ⊗ button.

LOAD GAME

See "Saving and Loading Game Data" on page 14.

OPTIONS

Controller

Press the ◉ button to toggle the vibration function ON/OFF on DUALSHOCK® or DUALSHOCK® 2 analog controllers.

Sound

Press the Directional buttons or Left analog stick ⬅/➡ to toggle a setting or change volume.

AUDIO – Toggle STEREO or MONO depending on your TV sound system.

MUSIC – Set the volume of music.

SPEECH – Set the volume of in-game voices.

SFX – Set the volume of sound effects.

Screen Setup

Use the Directional buttons or Left analog stick to center the screen image. Press the ⊗ button to accept or press the ■ button to reset the screen to its original position.

THE GAME SCREEN

HEALTH METER

As Vaughan takes damage from enemies, his health is reduced. When the Health Meter drops to empty, he falls and the game is over. Health Packs found throughout the mission repair Vaughan's health.

SHIELD METER

When you are using the Shield (press and hold the △ button) the Shield Meter appears. When the Meter drops to empty, you must have a replacement Shield Pack to recharge the system or Shield failure results.

ENEMY HEALTH METER

Certain powerful Aliens will display a Health Meter during battle. You must drive the enemy Health Meter to zero before Vaughan's Health Meter runs out.

CURRENT WEAPON ICON

View the current weapon and its status here. The first number is primary rounds remaining while the second number is the secondary rounds remaining. When the Weapon Icon is outlined in green, it is armed and ready. When outlined in red, it is out of ammo.

TACTICAL ALERT

This alert gives Vaughan data about what he is looking at. For example, if he is looking at an obstacle, an alert may appear stating that explosives are necessary to clear it.

COMM ALERT

The Comm Alert appears when there is incoming voice traffic from Resistance Command.

INVENTORY MENU

Press the SELECT button to access the Inventory Menu during the game. Press ←/→ on the Directional pad to select the section of the menu you wish to view. To resume the game at any time, press the △ button or the SELECT button.

WEAPONS

Weapons you have collected will be displayed along with information on how to use them. After scrolling through the weapons, press the ✕ button to select the weapon you want to use.

ITEMS

Any items that you have collected will be displayed here. Scroll through the items and press the ✕ button to use the selected item.

COMMUNICATIONS

Once Vaughan receives a voice transmission from the Resistance outpost, a transcript of it is stored here for quick reviewing.

OBJECTIVES

View mission objectives here.

- The word PENDING below the objective description indicates that the objective has not yet been completed.
- The word COMPLETED appears when you have accomplished the objective.
- During the mission, OBJECTIVE ADDED alerts will flash on the bottom of the screen followed by a voice transmission.

INTERNAL GPS NAVIGATION

Use the Internal Global Positioning System to navigate around the area. Your current position is displayed as a red triangle. Press the ■ button to center the map around your position. To change the map view, press the ✕ button, then use the directional pad to move the map around. Use L1 to zoom in and L2 to zoom out. To return to the main internal GPS screen, press the △ button.

PLAYING THE GAME

Lieutenant Vaughan's natural instinct is to search and discover. To complete the missions, move around the environment, searching high and low for items and clues that can help you along your way.

GENERAL MOVEMENT

Use the Directional buttons or Left analog stick to move Vaughan.

Crouching

Press the ● button to put Vaughan in a crouched position. He can also move in this position to seek cover or sneak up on enemies. Press the ● button again to return to a standing position.

Climbing

To climb up, bring Vaughan close to where you want him to climb. Press the Directional buttons or Left analog stick ⬆ and press the ◉ button. If the climbing surface is suitable, Vaughan will hoist himself up.

He can also climb up and down ladders. Walk Vaughan up to a ladder and he will put away his weapon and grab the ladder. If climbing down, bring Vaughan to the ladder and he will turn and grab the top rung. Use the Directional buttons or Left analog stick ⬆/⬇ to move Vaughan up or down a ladder. Press ⬅/➡ to move him side-to-side. If Vaughan comes under fire while on a ladder, he will fall.

Moving objects

Certain objects such as crates may be moveable. When Vaughan stands next to a moveable object, it will glow red. To move the object, get as close as possible and press the ⊗ button to make Vaughan grab the object. Hold the ⊗ button and either push or pull the object using the Directional buttons or Left analog stick.

USING THE ALIEN IMAGING UNIT

The sensor in Vaughan's eye gathers data for analysis by the implant in his brain. To activate the sensor and its Heads-Up Display, press and hold the R2 button and scan the environment by using the Directional buttons or Left analog stick.

Enemy Scan

When locked onto an enemy, the readout shows its health status which displays at a maximum 100%. Any successful attack on that enemy will reduce its health readout. Other enemy data includes range in meters, threat level (100 is maximum) and a description of attack capabilities.

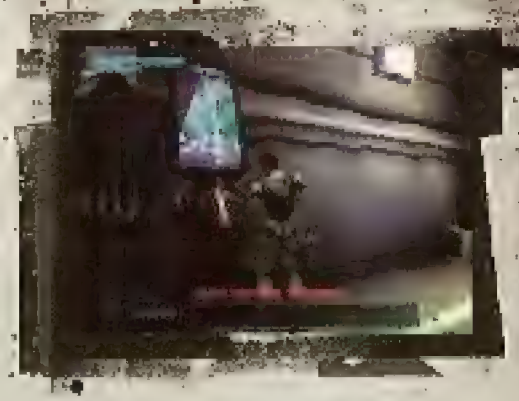
Environmental Scan

When a scan picks up important objects or unusual features in the surroundings, that info appears in the Heads-Up Display. Scan an unfamiliar area to find useful equipment or discover the location of hazards.

USING SWITCHES AND KEYCARDS

Keycards

Keycards are used to open doors or shut down Alien force fields. Keycards are stored in the Items Inventory for later use. Approaching the key card terminal activates the "Keycard Required" alert at the bottom of the screen. Press the ⊗ button to open the Items Menu, select the appropriate keycard and press the ⊗ button to use the keycard. If used correctly, the "Keycard Used" alert will be displayed at the bottom of the screen.



Switches and Levers

To activate switches or levers, walk up to them and press the ✕ button. Throwing a switch or lever may result in an action that takes place a distance from Vaughan's location.

USING THE SHIELD

When used effectively, the Shield can block and absorb any potential damage. Shield Packs can be found as handy pickups, and Vaughan can carry up to five Shield Packs at any one time. Press the △ button to use the Shield.

The Shield can serve as an offensive weapon that generates an Electro-Magnetic Pulse to stun enemies. Double-tap the △ button to release the EMP. Use of this life-saving tactic will completely exhaust the Shield Pack.

...MESSAGE FROM COLONEL GRISHAM: GOOD LUCK, VAUGHAN. EARTH'S FUTURE LIES IN YOUR HANDS...

SAVING AND LOADING GAME DATA

SAVING GAME DATA

To save your progress through **C-12: Final Resistance**, you must find a Save Point. A Save Point is colored green.

1. Walk Vaughan into the SAVE POINT (it will turn red) and press the ⊗ button.
2. Select the MEMORY CARD slot where you want to save data.
3. Press the Directional buttons or Left analog stick ↑/↓ to select the block where you want to save data.

LOADING A SAVED GAME

1. On the Main Menu, select LOAD GAME.
2. Select the MEMORY CARD slot where you have saved **C-12: Final Resistance** data.
3. Use the Directional buttons or Left analog stick to select the file you want to start playing and confirm when prompted by selecting YES.

...MESSAGE FROM COLONEL GRISHAM: WHEN THE SAVE HAS BEEN COMPLETED SUCCESSFULLY, YOU WILL BE RETURNED TO THE SAVE POINT STATION AND MAY CONTINUE YOUR MISSION...

WEAPONS

ENERGY BLADE

Of Alien origin, the Energy Blade is the only one in human possession. It has been retrieved from a slain Alien guard and emits a powerful charge on contact at close range. Unconfirmed reports suggest a powerful bolt of energy can also be discharged from the Energy Blade, but extensive testing has failed to prove this ability.

Primary Attack – Melee Attack

Press the ⊗ button to perform a single slash. Tap the ⊗ button repeatedly to deliver a combination of underhand, crosswise and overhand strikes.

Secondary Attack – Blade Bolt

Press and hold the ◉ button to charge the blade, then release to fire a lethal bolt of energy...once you can figure out how to activate it.

AG-35 MACHINE GUN WITH GRENADE LAUNCHER

The AG-35 is a machine gun with integrated grenade launcher. It is based on a heavily modified version of the standard firearm used by Resistance troops. This lightweight machine gun provides excellent medium range defense.

Primary Attack – Machine Gun

Press the ⊗ button to fire bullets from the machine gun.

Secondary Attack – Grenade Launcher

To accurately increase the trajectory of a grenade launch, press and hold the R2 button and use the Directional buttons or Left analog stick ↑/↓ to aim. Use the ● button to fire the grenade.

RV-40 ROCKET LAUNCHER

The RV-40 can fire rockets singularly. Alternatively, it has a multi-targeting facility to allow it to simultaneously fire a number of homing rockets at multiple targets.

Primary Attack – Single straight-line rocket

Launches one rocket with each press of the ⊗ button.

Secondary Attack – Multiple Homing Missiles

Five missiles are launched simultaneously. They will strike multiple targets or all lock onto a single target. Useful for taking out vehicles.

XK-50 LASER CANNON

A classified weapon under development by Rothbart Optics before the Alien invasion started. Capable of both rapid laser fire and releasing stored laser energy in a single burst.

Primary Attack – Rapid Laser Bolts

Press and hold the ⊗ button to fire laser bolts.

Secondary Attack – Charged Laser Bolt

Fires a single huge bolt of energy. Press and hold the ● button to charge the weapon then release to fire.

ALIEN PLASMA WEAPON

Primary Attack – Plasma Bolts

Press and hold the ⊗ button to fire bolts of plasma. The longer the ⊗ button is pressed, the higher the rate of fire.

Secondary Attack – Wide Plasma Bolt

Press and hold the ● button to charge up the weapon and release to fire a wide swath of destruction. The width of the plasma bolt increases the longer the ● button is held.

...MESSAGE FROM COLONEL GRISHAM: VAUGHAN, THIS STANDARD ISSUE ALIEN WEAPON WILL FRY YOUR HIDE IF YOU GET IN ITS PATH. SHOULD YOU SUCCEED IN ACQUIRING ONE FOR YOURSELF, BE SURE TO COLLECT PLASMA CELLS TO REPLENISH THE WEAPON ONCE IT RUNS OUT OF AMMUNITION...

ION CANNON

Primary Attack – Electrical Beam

Press the ⊗ button to fire an electrical beam.

Secondary Attack – Chained Electrical Discharge

Press and hold the ● button to charge the Ion Cannon and release to fire. The discharge will temporarily stun the target, and then jump to other enemies in the area until it runs out of power.

...MESSAGE FROM COLONEL GRISHAM: DESPITE EXTENSIVE RESEARCH, THE WORKINGS OF THE ION CANNON REMAIN A MYSTERY TO RESISTANCE SCIENTISTS. HOWEVER, WE KNOW IT IS HIGHLY EFFECTIVE AT SABOTAGING ELECTRICAL SYSTEMS...

THE ALIEN FORCES

SPECIFICATION: CYBORG HUMAN

Weapon	Robotic claw and welder attachment
Strength	6
Intelligence	6

Special Notes: Basic drone class of Cyborg. Dangerous at a close range.

SPECIFICATION: PROBE DROID

Weapon	Unarmed
Strength	2
Intelligence	7

Special notes: Hovering droid used to guard areas, set off alarms and seek out Resistance members in hiding.

SPECIFICATION: ALIEN WARRIOR

Weapon	Plasma Cannon
Strength	8
Intelligence	7

Special notes: Armed with personal shields, these enemies are difficult to defeat as they are able to jump great distances.

SPECIFICATION: ALIEN SCIENTIST

Weapon	Energy bursts
Strength	8
Intelligence	9

Special notes: Alien scientists work in the conversion facilities, performing experiments on humans to create Cyborg slaves. Exoskeleton armor allows them to focus and manipulate energy.

SPECIFICATION: ALIEN RHINO

Weapon	Battering horn and brute strength
Strength	10
Intelligence	2

Special notes: An animal race enslaved by the invading Aliens. Extremely powerful, well armored and dangerous. Maintaining a distance is the best tactic to face these aggressive fighters.

SPECIFICATION: ALIEN SPIDER

Weapon	Corrosive saliva and crushing jaws
Strength	9
Intelligence	5

Special notes: The Aliens used cybernetic technology to enhance the attacking power of these creatures. Alien spiders spit a corrosive compound to incapacitate their prey and will hunt down any intruders into their territory. Usually found in dark areas, they have an extreme aversion to light.

HINTS FOR SURVIVAL

- Use first person mode to study the environment in close detail. This mode is also useful when aiming a shot to the head as this tactic will help preserve ammunition.
- Remember to use your shield; it is especially effective in close range combat.
- Press the R1 button to lock onto a target; this is essential for effective combat.
- Falls can prove fatal. Watch where you walk.
- Remember that you can manipulate and position many objects in the environment to your advantage. Look for climbable surfaces and moveable items.
- Don't forget – your own Resistance fighters can be harmed by friendly fire.

...MESSAGE FROM COLONEL GRISHAM: IN SOME SITUATIONS, VAUGHAN, STEALTH AND CUNNING MAY PROVE TO BE YOUR BEST WEAPONS...

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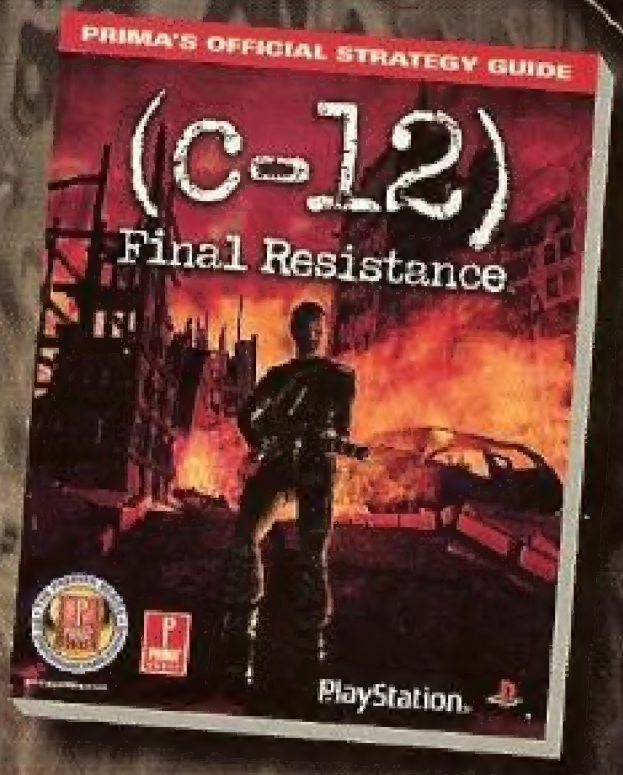
PRIMA'S OFFICIAL STRATEGY GUIDE

(C-12)

Final Resistance™



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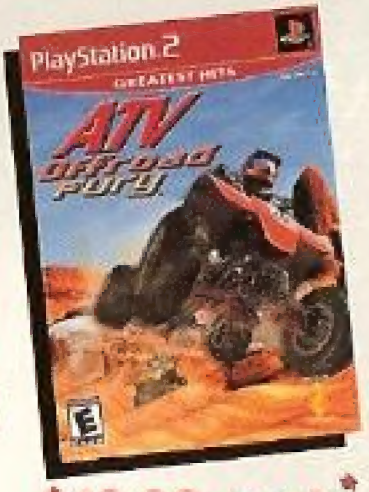

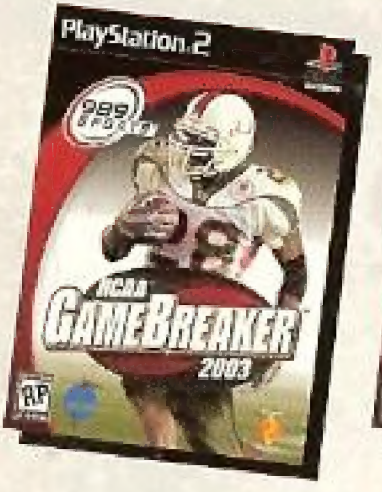

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